

#141amattQ  
6-12-01  
K. Russell**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In Re Application of:

Examiner: H. Cao  
(703) 308-5024

Angus Dorbie

Art Unit: 2671

Serial No.: 09/247,816

RECEIVED  
JUN 11 2001  
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TO SUSAN K. RUSSELL  
JUN 11 2001  
Technology Center 2600

Filed: February 9, 1999

For: Method And Apparatus For  
Early Culling of Occluded ObjectsCommissioner for Patents  
Washington, D.C. 20231**AMENDMENT A AND RESPONSE**

Madam:

In response to the first office action dated February 5, 2001, please amend the above-identified application as follows.

**In the Drawings:**

In Figure 2, please replace the topmost number "208" with the number --212--.

**In the Specification:**

Please replace the paragraph beginning at page 1, line 7, with the following rewritten paragraph:

-- Computer systems (and related devices) typically create three-dimensional images using a sequence of stages known as a graphics pipeline. During early pipeline stages, images are modeled using a mosaic-like approach where each object is composed of a collection of individual points, lines and polygons. These points, lines and polygons are known as primitives and a single image may require thousands, or even millions, of primitives. Each primitive is defined in terms of its shape and location as well as other attributes, such as color and texture. --

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